

INDIANA JONES

and the
TEMPLE OF DOOM



A T A R I S Y S T E M I

First a blockbuster movie . . . now a sensational new video game.

If adventure has a name, it must be INDIANA JONES®. If profit has a name, it has to be Atari.

SYSTEM I



More new features:

- First System I game to use speech capability to talk to players
- Theme music and sound effects from the movie add to the realism
- Wide variety of action settings provide unlimited depth of play, more replay challenge
- New multiple coinage options: Eight different operators for selectable starting lives including 1 coin for 3 lives or 2 coins for 7 lives
- New auto High Score flable reset: Game automatically resets every 2000 plays to insure ongoing challenge
- New multiple Bonus Life options: Operators can adjust extra "Life" conditions for every 20, 30 or 40,000 points or sequentially increasing from 10, 20, 30 or 50,000 points
- New Bonus Life award limit: Operators can limit the total number of extra lives in any one game to 5, 6, 7, or 8
- Player can select Easy, Medium or Hard. Each offers new adventures and challenges
- Comprehensive coin accounting and statistics package in self-test

The player takes the role of INDIANA JONES® in his quest to recover the sacred SANKARA STONE® that once protected MINKAPORI®, a remote village in India. He must also free the children from MINKAPORI® who have been enslaved in the evil PANKOT PALACE®.

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The palace is the secret worshiping grounds for the THUGGEE® death cult. KALA KAM®, the ruthless High Priest has forced the village children to dig in the THUGGEE mines for precious gems and the other missing SANKARA STONES.

Wave 1. The player controls IVORY® in the mine caverns, a labyrinth of narrow passages, ladders, chutes and conveyor belts. IVORY must free the children along the way and escape the pursuing THUGGEE GUARDS®.

Wave 2. Upon reaching the tunnel entrance, IVORY rides a mine cart trying to escape THUGGEE GUARDS and avoid derailling on the unpredictable tracks. In the higher levels of this wave, IVORY must watch out for missing rails, jumps, giant bats and a THUGGEE GUARD®.

Wave 3. In the TEMPLE OF DOOM®, IVORY must reach the SANKARA STONE which is placed in front of the statue of KALI®, the four-armed goddess of death. Once the stone is retrieved, IVORY exits into the mine caverns. The action continues until IVORY recovers 3 stones.

IVORY is then faced with escaping over a perilous rope bridge. A "bonus round" is awarded if the escape is successful.



Available on
game kit or
in whole systems I
cabinet
configuration